



## Socially Intelligent Agents [ Creating Relationships with Computers and Robots /

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Springer US,

2002

Monografía

Socially situated planning provides one mechanism for improving the social awareness of agents. Obviously this work is in the preliminary stages and many of the limitations and the relationship to other work could not be addressed in such a short chapter. The chief limitation, of course, is the strong commitment to defining social reasoning solely at the meta-level, which restricts the subtlety of social behavior. Nonetheless, our experience in some real-world military simulation applications suggest that the approach, even in its preliminary state, is adequate to model some social interactions, and certainly extends the state-of-the-art found in traditional training simulation systems. Acknowledgments This research was funded by the Army Research Institute under contract TAPC-ARI-BR. References [1] J. Gratch. Emile: Marshalling passions in training and education. In Proceedings of the Fourth International Conference on Autonomous Agents, pages 325–332, New York, 2000. ACM Press. [2] J. Gratch and R. Hill. Continuous planning and collaboration for command and control in joint synthetic battlespaces. In Proceedings of the 8th Conference on Computer Generated Forces and Behavioral Representation, Orlando, FL, 1999. [3] B. Grosz and S. Kraus. Collaborative plans for complex group action. Artificial Intelligence, 86(2):269–357, 1996. [4] A. Ortony, G. L. Clore, and A. Collins. The Cognitive Structure of Emotions. Cambridge University Press, 1988. [5] R.W. Pew and A.S. Mavor, editors. Modeling Human and Organizational Behavior. National Academy Press, Washington D.C., 1998.

**Título:** Socially Intelligent Agents Recurso electrónico] Creating Relationships with Computers and Robots edited by Kerstin Dautenhahn, Alan Bond, Lola Cañamero, Bruce Edmonds

**Editorial:** Boston, MA Springer US 2002

**Descripción física:** 1 online resource (298 p.)

**Mención de serie:** Multiagent Systems, Artificial Societies, and Simulated Organizations 1568-2617 3

**Nota general:** Description based upon print version of record

**Bibliografía:** Includes bibliographical references and index

**Contenido:** Socially Intelligent Agents -- Understanding Social Intelligence -- Modeling Social Relationship -- Developing Agents Who Can Realte to Us -- Party Hosts and Tour Guides -- Increaing Sia Architecture Realism by Modeling and Adapting to Affect and Personality -- Cooperative Interface Agents -- Playing the Emotion Game with Felix -- Creating Emotion Recognition Agents for Speech Signal -- Social Intelligence for Computers -- Egochat Agent -- Electric Elves -- Building Empirically Plausible Multi-Agent Systems -- Robotic Playmates -- Mobile Robotic Toys and Autism -- Affective Social Quest -- Pedagogical Soap -- Designing Sociable Machines -- Infanoid -- Play, Dreams and Imitation in Robota -- Experiences with Sparky, a Social Robot -- Socially Situated Planning -- Designing for Interaction -- Me, My Character and the Others -- From Pets to Storyrooms -- Socially Intelligent Agents in Educational Games -- Towards Integrating Plot and Character for Interactive Drama -- The Cooperative Contract in Interactive Entertainment -- Perceptions of Self in Art and Intelligent Agents -- Multi-Agent Contract Negotiation -- Challenges in Agent Based Social Simulation of Multilateral Negotiation -- Enabling Open Agent Institutions -- Embodied Conversational Agents in E-Commerce Applications

**Lengua:** English

**ISBN:** 1-280-20814-7 9786610208142 0-306-47373-9

**Autores:** Dautenhahn, Kerstin., editor. edt. <http://id.loc.gov/vocabulary/relators/edt> Bond, Alan., editor. edt. <http://id.loc.gov/vocabulary/relators/edt> Cañamero, Lola., editor. edt. <http://id.loc.gov/vocabulary/relators/edt> Edmonds, Bruce., editor. edt. <http://id.loc.gov/vocabulary/relators/edt>

**Enlace a formato físico adicional:** 1-4020-7057-8

**Punto acceso adicional serie-Título:** Multiagent Systems, Artificial Societies, and Simulated Organizations 1568-2617 3

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